

CLAIMS

The invention is claimed as follows:

1. A gaming device comprising:
 - 5 a plurality of different levels of selections;
a number of picks of the selections adapted to be provided to a player, wherein said number of picks is greater than one;
a first result from a pick of one of the selections including a pay outcome and a count against said number of picks;
 - 10 a second result from a pick of one of the selections including a move to a next one of the selection levels and a count against said number of picks;
a third result from a pick of one of the selections including another pick from the same selection level and a count against said
15 number of picks;
a fourth result from a pick of one of the selections including a move to a next level without a count against the player's number of picks; and
an award adapted to be provided to the player based on the pay
20 outcomes resulting from the picks of the selections after the player uses said number of picks.
2. The gaming device of Claim 1, which includes a fifth result from a pick of one of the selections including another pick from the same
25 level without a count against said number of picks.
3. The gaming device of Claim 1, wherein the different levels include a final level including a first result associated with each of the picks of the selections from said final level.
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4. The gaming device of Claim 3, which includes an additional pick from one of the levels associated with the third result.

5. The gaming device of Claim 4, wherein the additional pick occurs only after at least one pick is made from each level.

6. The gaming device of Claim 1, wherein the award additionally includes one of: (i) at least one value provided upon reaching a next one of the selection levels; (ii) at least one value provided upon receiving the second result; (iii) at least one value provided upon receiving the third result; and (iv) at least one value provided upon receiving the fourth result.

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7. The gaming device of Claim 1, wherein average pay outcomes for each subsequent level are increased.

8. The gaming device of Claim 1, wherein the award additionally includes at least one value provided upon reaching a next selection level, wherein each subsequent level has increased values on average.

9. The gaming device of Claim 1, wherein the award additionally includes at least one value provided upon a pick yielding the second result, wherein the third results occurring in subsequent levels yield increased values on average.

10. The gaming device of Claim 1, wherein the award additionally includes at least one value provided upon a pick yielding the third result, wherein second results occurring in subsequent levels yield increased values on average.

11. The gaming device of Claim 1, wherein the award additionally includes at least one value provided upon a pick yielding the fourth result, wherein fourth results occurring in subsequent levels yield increased values on average.

12. The gaming device of Claim 1, which is provided via a data network or a computer storage device.

13. The gaming device of Claim 11, wherein the data network includes an internet.

14. The gaming device of Claim 1, wherein the results of the picks
5 are determined before the player makes the picks.

15. A gaming device comprising:
a plurality of different levels of selections;
a number of picks of the selections from the levels adapted to be
10 provided to a player, wherein said number of picks is greater than one;
a “pay” symbol resulting from a pick of one of the selections that
results in a payout and a count against said number of picks;
an “advance” symbol resulting from a pick of one of the
selections that results in a move to a next selection level and a count
15 against said number of picks;
a “repeat” symbol resulting from a pick of one of the selections
that results in another pick from the same selection level and a count
against said number of picks;
a “pass” symbol resulting from a pick of one of the selections
20 that results in a move to a next selection level without a count against
said number of picks; and
an award adapted to be provided to the player based on the
payouts resulting from the picks of the selections.

25 16. The gaming device of Claim 14, which includes a “stay” symbol
resulting from a pick of one of the selections that results in another pick
from the same level of selections without a count against said number
of picks.

30 17. The gaming device of Claim 14, wherein the levels of selections
includes a final selection level, wherein the picks from the final level
each result in at least one “pay” symbol for determining said award.

18. The gaming device of Claim 14, wherein each of a plurality of the "advance" symbols is associated with a "pay" symbol for determining said award.

5 19. The gaming device of Claim 14, wherein at least one of the "advance", "repeat" and "pass" symbols is associated with a "pay" symbol for determining said award.

10 20. The gaming device of Claim 14, wherein different levels include different percentages of at least one of the "advance", "repeat" and "pass" symbols.

15 21. The gaming device of Claim 14, wherein at least one of the levels does not include at least one of the "advance", "repeat" and "pass" symbols.

22. The gaming device of Claim 14, which is provided via a data network or a computer storage device.

20 23. The gaming device of Claim 21, wherein the data network includes an internet.

24. The gaming device of Claim 14, wherein the symbols resulting from the picks and determined before the player makes the picks.

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25. A gaming device comprising:
a plurality of levels of selections;
a number of picks of the selections adapted to be provided to a player;
- 5 a move to a next selection level and a count against said number of picks associated with one of the selections;
another pick from the same selection level and a count against said number of picks associated with one of the selections;
a move to a higher level without a count against said number of
- 10 picks associated with one of the selections; and
an award adapted to be provided to a player based at least in part on the levels the player is able to pick from, wherein if the player has picks remaining after picking from a final one of the selection levels, the player can pick from a previous one of the selection levels if
- 15 the player picked one of the selections which included a move to a higher level without a count against said number of picks.
26. The gaming device of Claim 25, which enables the player to pick from one of the previous selection levels until said picks are exhausted
- 20 if the player picked one of the selections with which included a move to a higher level without a count against said number of picks.
27. The gaming device of Claim 25, which enables the player to pick from a plurality of previous selection levels until said picks are
- 25 exhausted if the player picked one of the selections with which included a move to a higher level without a count against said number of picks.

28. A gaming device comprising:
- a plurality of levels of selections;
 - a plurality of awards, wherein at least one of said awards is associated with at least one selection of each selection level, and
 - 5 wherein at least one selection level has one of the awards which is greater than one of the awards associated with one of the selections of another of the selection levels;
 - a number of picks of the selections adapted to be provided to a player;
 - 10 an award outcome which results in one of the awards and a move to a next selection level associated with one of the selections of one of the selection levels;
 - a same level outcome which results in the next pick from the same selection level associated with one of the selections of one of the
 - 15 selection levels;
 - an advance outcome which results in a move to a next selection level associated with one of the selections of one of the selection levels, wherein if the player obtains an advance outcome, the player can subsequently return to said selection level to make a pick of one of
 - 20 the selections of said selection level; and
 - a player award based at least in part on the award outcomes associated with the selections picked by the player.

29. A gaming device comprising:
a plurality of selection levels;
a plurality of selections in each of said selection levels;
a plurality of awards associated with a plurality of the selections;
5 a plurality of advances, wherein each selection level except a
final selection includes an advance to a next one of the selection
levels, and wherein at least one of the advances enables the
subsequent pick of at least one selections from said selection level of
said advance after at least one pick from a next one of the selection
10 levels; and
a total award adapted to be provided to a player based on the
awards associated with the selections picked by the player.
30. A gaming device comprising:
15 a plurality of selection levels;
a plurality of selections in each of said selection levels;
a plurality of awards associated with a plurality of the selections;
a plurality of advances, wherein each selection level except a
final selection includes an advance to a next one of the selection
20 levels, and wherein at least one of the advances enables the
subsequent pick of at least one selection from said selection level of
said advance after at least one pick each of the selection levels; and
a total award adapted to be provided to a player based on the
awards associated with the selections picked by the player.

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31. A method of operating a gaming device including a game operable upon a wager, said method comprising:

5 (a) providing a player with a number of total picks and enabling the player to pick from a first selection level of a plurality of selection levels;

(b) counting the pick and enabling the player to pick from a next selection level if the pick results in a first type of outcome;

10 (c) counting the pick and enabling the player to pick again from the same selection level if the pick results in a second type of outcome;

(d) not counting the pick and enabling the player to pick from the next selection level if the pick results in a third type of outcome; and

15 (e) awarding the player based on the picks from the selection levels.

32. The method of Claim 31, which includes providing the player with a number of picks with which to advance through the selection levels.

20 33. The method of Claim 31, which includes repeating steps (b) to (d) at least once.

34. The method of Claim 31, which includes awarding the player based on at least one value revealed via the picks.

25 35. The method of Claim 31, which includes awarding the player upon reaching the next level.

30 36. The method of Claim 31, which includes awarding the player upon achieving the first outcome.

37. The method of Claim 31, which includes awarding the player upon achieving the second outcome.

38. The method of Claim 31, which includes awarding the player upon achieving the third outcome.

39. The method of Claim 31, which includes providing steps (a) to
5 (e) via a data network or a computer storage device.

40. The method of Claim 39, wherein the data network includes an internet.

10 41. A method of operating gaming device including a game operable upon a wager, said method comprising:

(a) providing a player with a number of picks of selections in a plurality of selection levels;

(b) enabling the player to use the picks to pick selections
15 sequentially from a first one of the selection levels until

(i) picking a first outcome that counts the pick against the number provided and enables the player to pick from a second one of selection levels,

(ii) picking a second outcome that does not count the pick
20 against the number provided and enables the player to pick from the second selection level and subsequently enables the player to return to the first selection level, or

(iii) until exhausting all picks; and

(c) awarding the player based on the picks made from the
25 selection levels.

42. The method of Claim 41, which includes providing steps (a) to (c) via a data network or a computer storage device.

30 43. The method of Claim 42, wherein the data network includes an internet.